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1 Computing curricula 2001

CORPORATE The Joint Task Force on Computing Curricula

 September 2001 **Journal on Educational Resources in Computing (JER)**

 Publisher: ACM [Request Permissions](#)

 Full text available: Html (2.78 KB), Pdf (613.63 KB) Additional Information: [full citation](#), [at](#)
Bibliometrics: Downloads (6 Weeks): 93, Downloads (12 Months): 1086, Downloads (Ever): 1086

2 Historical perspectives on the computing curriculum (report of the ITI perspectives in computing education)

Michael Goldweber, John Impagliazzo, Iouri A. Bogojavlenksi, A. G. Clear, C. Basala

 June 1997 **ITICSE-WGR '97: The supplemental proceedings of the conference education: working group reports and supplemental proceedings**

 Publisher: ACM [Request Permissions](#)

 Full text available: Pdf (110.51 KB) Additional Information: [full citation](#), [at](#)
Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 64, Downloads (Ever): 64

3 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck

 August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

 Publisher: ACM [Request Permissions](#)

 Full text available: Pdf (63.03 MB) Additional Information: [full citation](#), [at](#)
Bibliometrics: Downloads (6 Weeks): 135, Downloads (12 Months): 1446, Downloads (Ever): 1446

The graphics processor (GPU) on today's commodity video cards has evolved significantly over the last few years. The latest graphics architectures provide tremendous memory bandwidth and fully programmable vertex and pixel shaders.

4 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Vellino, Ming C. Lin, Stephane Redon, Christopher Voigtlaender

 August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

 Publisher: ACM [Request Permissions](#)

 Full text available: Pdf (11.22 MB) Additional Information: [full citation](#), [at](#)
Bibliometrics: Downloads (6 Weeks): 74, Downloads (12 Months): 564, Downloads (Ever): 564

This course will primarily cover widely accepted and proved methodologies for collision detection and proximity queries.

advanced or recent topics such as continuous collision detection, ADFs, When appropriate ...

5 Automatic compilation to a coarse-grained reconfigurable system-on-chip

Girish Venkataramani, Walid Najjar, Fadi Kurdahi, Nader Bagherzadeh, Wir

November 2003 **Transactions on Embedded Computing Systems (TEC)**

Publisher: ACM Request Permissions

Full text available: Pdf (687.52 KB)

Additional Information: [full citation](#), [at](#)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 66, Download

The rapid growth of device densities on silicon has made it feasible to design computing platform. However, one of the obstacles to the wider acceptance of application ...

Keywords: Reconfigurable computing, SIMD, compilers

6 Design flow and methodology for 50M gate ASIC

Alok Mehrotra, Lukas van Ginneken, Yatin Trivedi

January 2003 **ASP-DAC '03: Proceedings of the 2003 Asia and South Pacific**

Publisher: ACM

Full text available: Pdf (308.17 KB)

Additional Information: [full citation](#), [at](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 23, Download

This paper presents a methodology for full chip RTL timing closure for very large designs. The methodology is based on the concept of a "Silicon Virtual Prototype". The methodology is based on the placement ...

7 Towards the next generation of 3D content creation

Gerhard H. Bendels, Ferenc Kahlesz, Reinhard Klein

May 2004 **AVI '04: Proceedings of the working conference on Advanced**

Publisher: ACM

Full text available: Pdf (243.26 KB)

Additional Information: [full citation](#), [at](#)

Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 53, Download

In this paper we present a novel integrated 3D editing environment that allows users to edit 3D content directly in the 3D space. The system integrates computer graphics, such as shape modelling, video-based Human Computer interaction, and 3D manipulation techniques. ...

Keywords: AR, HCI, augmented reality, human computer interaction, rendering, 3D

8 Patchable instruction ROM architecture

Timothy Sherwood, Brad Calder

November 2001 **CASES '01: Proceedings of the 2001 international conference on**

embedded systems

Publisher: ACM

Full text available: Pdf (299.03 KB)

Additional Information: [full citation](#), [at](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 44, Download

Increased systems level integration has meant the movement of many including a processor, instruction storage, data path, and local memory conflicting ...

9 Algorithmic issues in modeling motion

 Pankaj K. Agarwal, Leonidas J. Guibas, Herbert Edelsbrunner, Jeff Erickson Hershberger, Christian Jensen, Lydia Kavraki, Patrice Koehl, Ming Lin, Diane David Mount, S. Muthukrishnan, Dinesh Pai, Elisha Sacks, Jack Snoeyink, S December 2002 **Computing Surveys (CSUR)** . Volume 34 Issue 4

Publisher: ACM 

Full text available:  Pdf (205.25 KB)

Additional Information: [full citation](#), [at](#)

Bibliometrics: Downloads (6 Weeks): 19, Downloads (12 Months): 249, Downl

This article is a survey of research areas in which motion plays a pivotal approaches to modeling motion together with related data structures ar that lie ...

Keywords: Computational geometry, computer vision, mobile network physical simulation, robotics, spatio-temporal databases

10 Development of a real time image based object recognition method f

 Juergen Gausemeier, Juergen Freund, Carsten Matysczok, Beat Brueckler, February 2003 **AFRIGRAPH '03: Proceedings of the 2nd international conf** visualisation and interaction in Africa

Publisher: ACM

Full text available:  Pdf (2.94 MB)

Additional Information: [full citation](#), [at](#)

Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 126, Downl

In this paper we describe an image based object recognition and trackir correlative process to generate the required data. The object recognitio related objects. Correspondings ...

Keywords: AR, PDA, augmented reality, mobile devices, object recogni

11 Design methodology for PicoRadio networks

J. da Silva, Jr., J. Shambarger, M. Ammer, C. Guo, S. Li, B. Shah, T. Tuan, Vincentelli, P. Wright March 2001 **DATE '01: Proceedings of the conference on Design, automa**

Publisher: IEEE Press

Full text available:  Pdf (328.60 KB)

Additional Information: [full citation](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 39, Downloa

12 Overview of augmented reality

 Ronald Azuma August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM 

Full text available:  Pdf (6.12 MB)

Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 55, Downloads (12 Months): 381, Downl

13 Adaptive tetrapuzzles: efficient out-of-core construction and visualization models

 Paolo Cignoni, Fabio Ganovelli, Enrico Gobbetti, Fabio Marton, Federico Parma, August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Papers**

Publisher: ACM 

Full text available:  Mov (23:54 MIN),  Pdf (525.88 KB) Additional Information: full citation, at

Bibliometrics: Downloads (6 Weeks): 16, Downloads (12 Months): 103, Downloaded (12 Months): 1

We describe an efficient technique for out-of-core construction and accurate surface models. The method uses a regular conformal hierarchy of tetrahedral cell ...

Keywords: Level of Detail, Out-Of-Core Algorithms

Also published in:

August 2004 **Transactions on Graphics (TOG)** Volume 23 Issue 3

14 Static scheduling algorithms for allocating directed task graphs to multiprocessors

 Yu-Kwong Kwok, Ishtiaq Ahmad, December 1999 **Computing Surveys (CSUR)**, Volume 31 Issue 4

Publisher: ACM 

Full text available:  Pdf (723.58 KB) Additional Information: full citation, at

Bibliometrics: Downloads (6 Weeks): 72, Downloads (12 Months): 737, Downloaded (12 Months): 1

Static scheduling of a program represented by a directed task graph on completion time is a well-known problem in parallel processing. Since it is a hard problem in general, ...

Keywords: DAG, automatic parallelization, multiprocessors, parallel programs

15 Proscenium: a framework for spatio-temporal video editing

 Eric P. Bennett, Leonard McMillan, November 2003 **MULTIMEDIA '03: Proceedings of the eleventh ACM international conference on Multimedia**

Publisher: ACM 

Full text available:  Pdf (2.86 MB) Additional Information: full citation, at

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 54, Downloaded (12 Months): 1

We present an approach to video editing where movie sequences are transformed and warped under user control. This simple capability enables rapid postproduction modifications, ...

Keywords: feature removal, feature selection, multimedia framework, stabilization

16 Perceptual audio rendering of complex virtual environments

 Nicolas Tsingos, Emmanuel Gallo, George Drettakis, August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Papers**

Publisher: ACM  [Request Permissions](#)

Full text available:  [Mov](#) (24:25 MIN),  [Pdf](#) (475.04 KB) Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 27, Downloads (12 Months): 189, Download Rank: 1000

We propose a real-time 3D audio rendering pipeline for complex virtual sources. The approach, based on auditory culling and spatial level-of-detail, ...

Keywords: Audio Hardware, Perceptual Rendering, Spatial Hearing Model, 3D rendering, audio rendering, auditory culling, spatial level-of-detail

Also published in:

August 2004 **Transactions on Graphics (TOG)** Volume 23 Issue 3

17 Using shape distributions to compare solid models

 Cheuk Yiu Ip, Daniel Lepadat, Leonard Sieger, William C. Regli

June 2002 **SMA '02: Proceedings of the seventh ACM symposium on Solid modeling**

Publisher: ACM

Full text available:  [Pdf](#) (237.71 KB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 50, Download Rank: 1000

Our recent work has described how to use feature and topology information to compare solid models. In this paper we describe a new method to compare solid models based on shape distributions. This paper ...

Keywords: 3D search, shape matching, shape recognition, solid model, 3D modeling, solid modeling, shape distribution, feature extraction, topology

18 Modeling layout tools to derive forward estimates of area and delay

 Donald S. Gelosh, Dorothy E. Stellif

July 2000 **Transactions on Design Automation of Electronic Systems (TDES)**

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (278.32 KB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 25, Download Rank: 1000

Forward estimates of area and delay facilitate effective decision-making in layout tools. Current estimation techniques focus on modeling the layout rules and constraints. This paper ...

Keywords: VLSI CAD, estimation, estimation techniques, layout, machine learning, forward estimates, area, delay, decision-making, layout tools, constraints, rules

19 Proceedings of the 2003 Asia and South Pacific Design Automation Conference (ASP-DAC '03)

 Hiroto Yasuura

January 2003 **ASP-DAC '03: Proceedings of the 2003 Asia and South Pacific Design Automation Conference (ASP-DAC '03)**

Publisher: ACM

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Download Rank: 1000

On behalf of the Organizing Committee, I would like to welcome you to the ...

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the largest industrial ...

20 Runtime Power Monitoring in High-End Processors: Methodology an
Canturk, Isci, Margaret Martonosi

December 2003 **MICRO 36**: Proceedings of the 36th annual IEEE/ACM Inte

Publisher: IEEE Computer Society

Full text available:  Pdf (921.50 KB)

Additional Information: [full citation](#), [at](#)

Bibliometrics: Downloads (6 Weeks): 18, Downloads (12 Months): 138, Downl

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measuring power dissipation of real, running systems has become crucial
design. Live power measurements ...

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